

PATENT ABSTRACTS OF JAPAN

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(71)Applicant : NAMCO LTD

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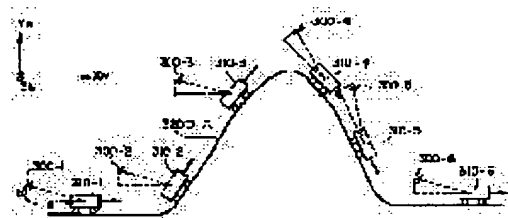
(72)Inventor : OUCHI SATOSHI

(54) GAME IMAGE COMPOSTING METHOD AND DEVICE

(57)Abstract:

PROBLEM TO BE SOLVED: To visually effectively present the tilt of player cars and a course and also to display a satisfactory image when the player cars move in a course having a changing tilt.

SOLUTION: In this image compositing method, the third person visual points 300-1 to 300-6 are set behind the player cars 310-1 to 310-6 which move in a course 320 set in a game object space. Then, the images are composted when the object space is viewed at the points 300-1 to 300-6. When the cars 310-1 to 310-6 move horizontally and go up slope, the control is performed in a world coordinate system of the object space so that the points 300-1 to 300-6 are set at the upper oblique positions behind the cars 310-1 to 310-6. When the cars 310-1 to 310-6 down a slope, the control is performed in a local coordinate system so that the points 300-1 to 300-6 are set at the upper oblique positions behind the cars 310-1 to 310-6 respectively.



LEGAL STATUS

[Date of request for examination]

09.10.2002

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converted registration]

[Date of final disposal for application]

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[Date of registration]

[Number of appeal against examiner's decision of rejection]

[Date of requesting appeal against examiner's decision of rejection]

[Date of extinction of right]

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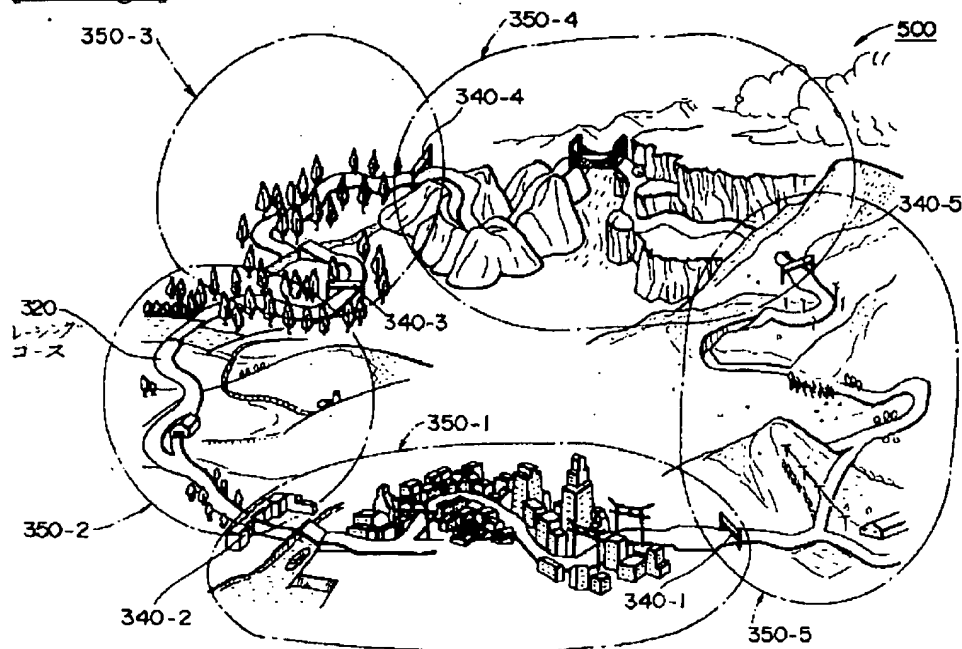
* NOTICES *

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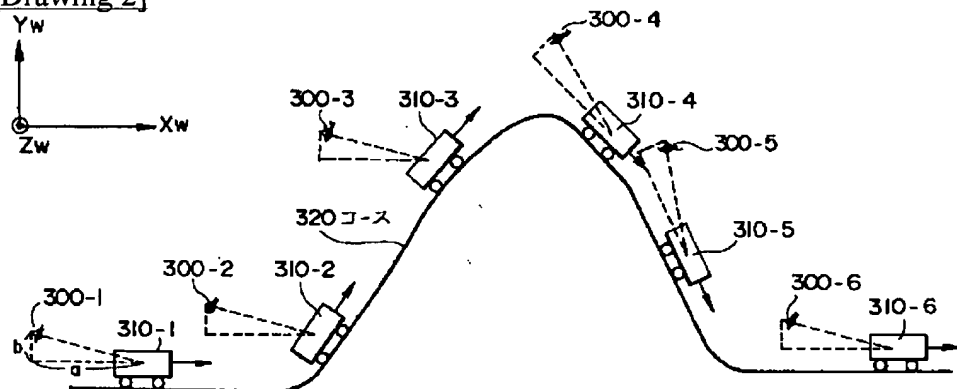
1. This document has been translated by computer. So the translation may not reflect the original precisely.
2. **** shows the word which can not be translated.
3. In the drawings, any words are not translated.

DRAWINGS

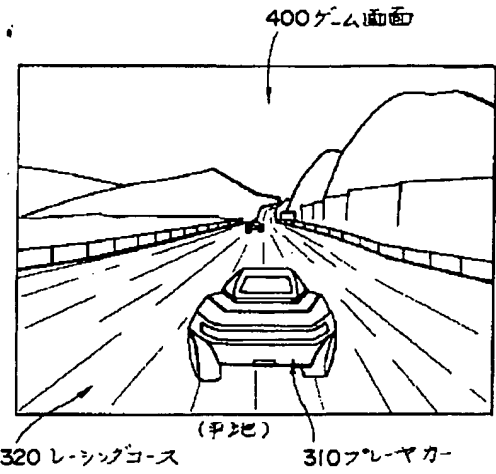
[Drawing 1]



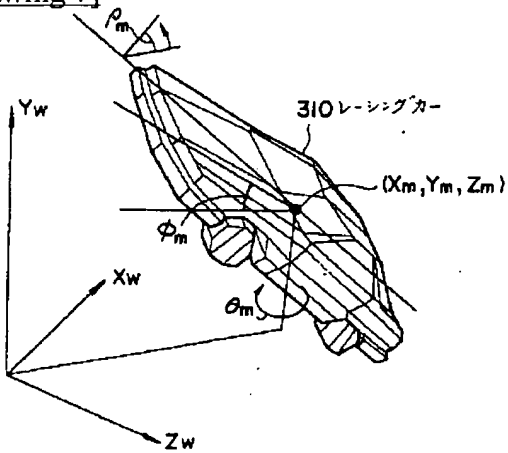
[Drawing 2]



[Drawing 4]



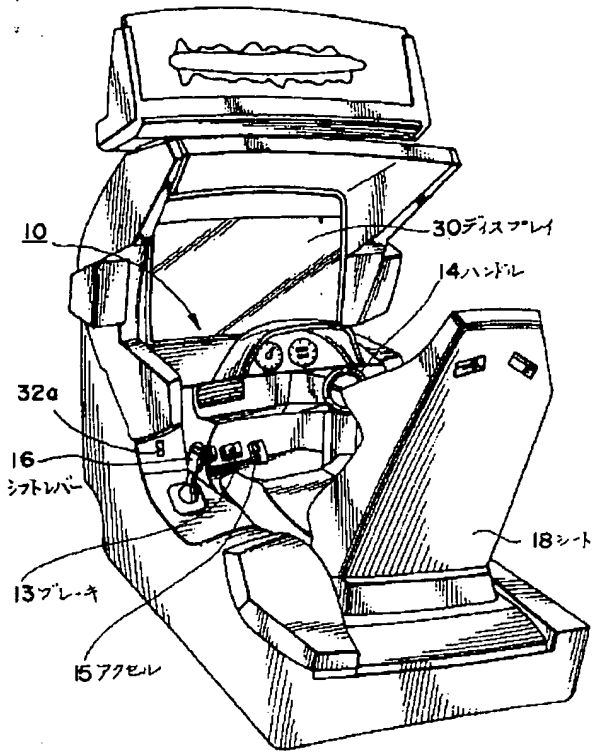
[Drawing 7]



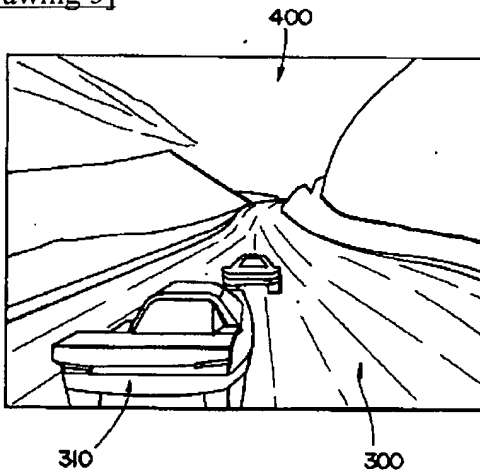
[Drawing 14]

ψ	オブジェクト角 α
degree	degree
0	0
4.5	2.98
9	6.53
13.5	10.63
18	15.30
22.5	20.53
27	26.33
31.5	32.68
36	39.6
40.5	47.08
45	55.13

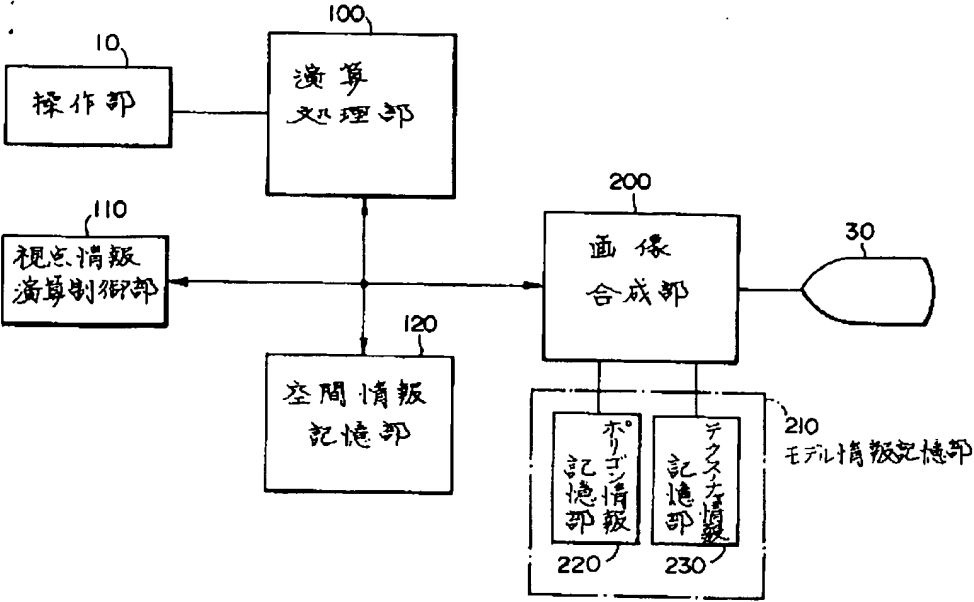
[Drawing 3]



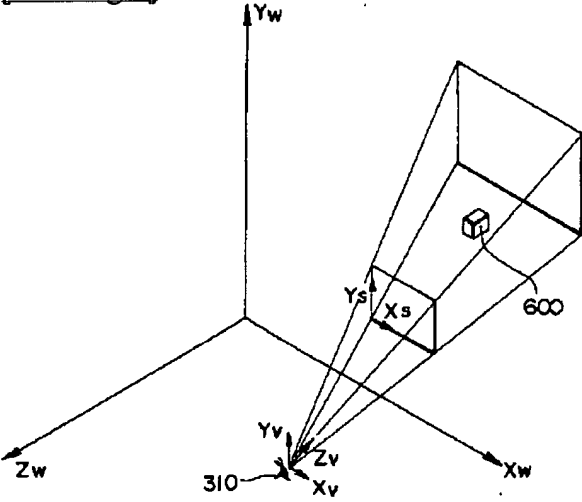
[Drawing 5]



[Drawing 6]



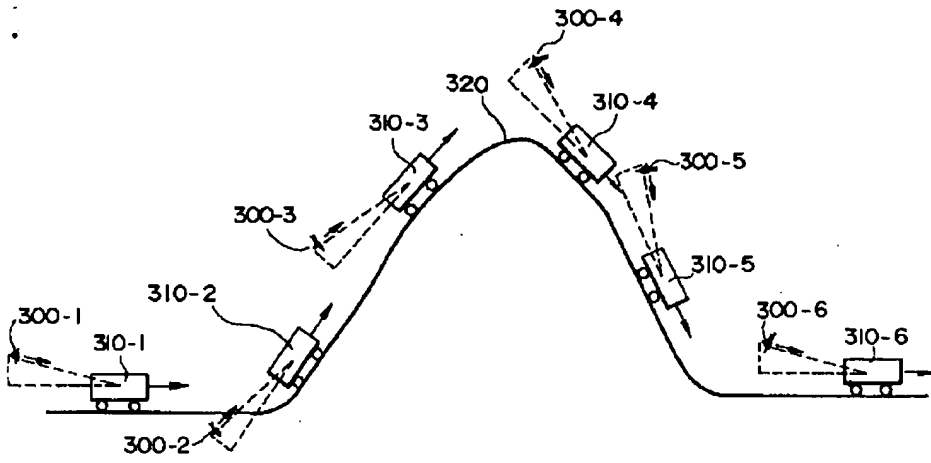
[Drawing 8]



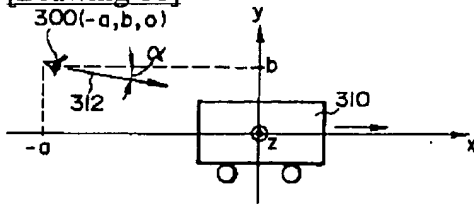
[Drawing 9]

オブジェクト ナンバー	位置情報			方向情報		
	X_0	Y_0	Z_0	θ_0	ϕ_0	ρ_0
OB ₀	X_0	Y_0	Z_0	θ_0	ϕ_0	ρ_0
OB ₁	X_1	Y_1	Z_1	θ_1	ϕ_1	ρ_1
OB ₂	X_2	Y_2	Z_2	θ_2	ϕ_2	ρ_2
OB ₃	X_3	Y_3	Z_3	θ_3	ϕ_3	ρ_3
OB ₄	X_4	Y_4	Z_4	θ_4	ϕ_4	ρ_4
⋮	⋮	⋮	⋮	⋮	⋮	⋮
OB _{i-2}	X_{i-2}	Y_{i-2}	Z_{i-2}	θ_{i-2}	ϕ_{i-2}	ρ_{i-2}
OB _{i-1}	X_{i-1}	Y_{i-1}	Z_{i-1}	θ_{i-1}	ϕ_{i-1}	ρ_{i-1}
OB _i	X_i	Y_i	Z_i	θ_i	ϕ_i	ρ_i

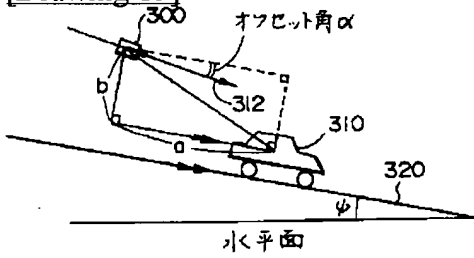
[Drawing 10]



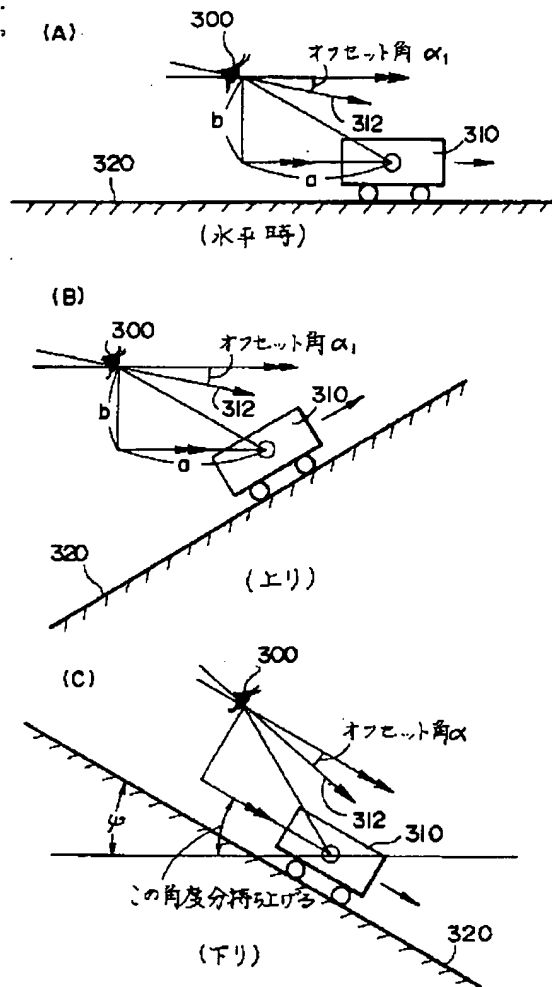
[Drawing 11]



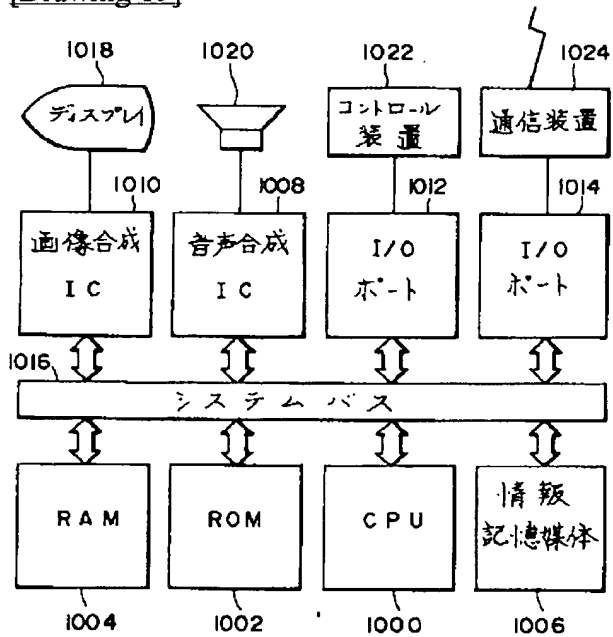
[Drawing 13]



[Drawing 12]



[Drawing 15]



[Translation done.]